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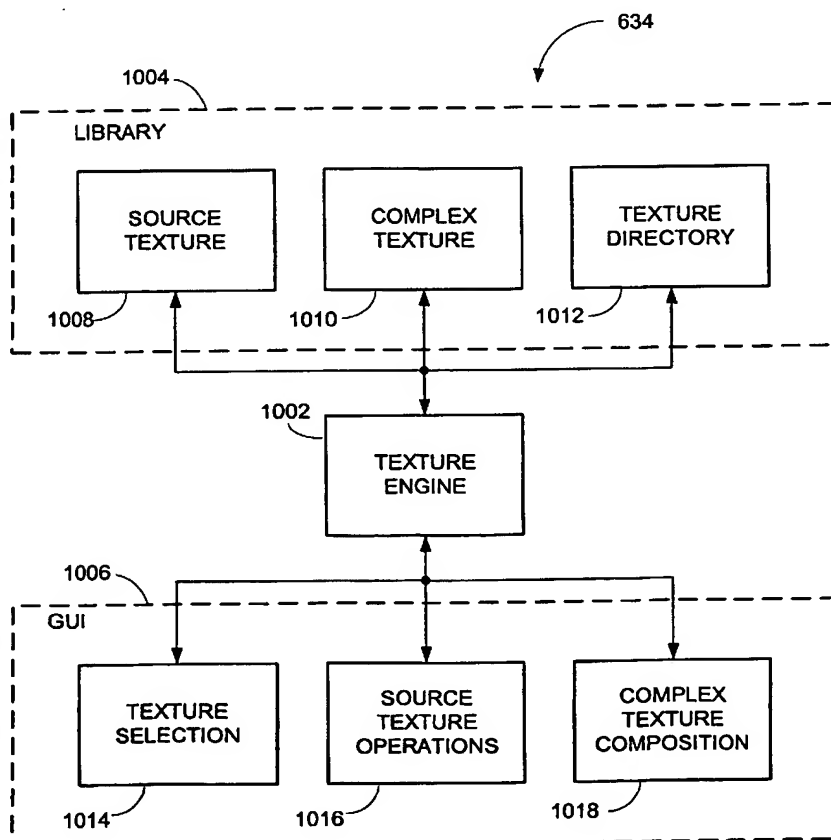
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(54) Title: SYSTEM FOR TEXTURIZING ELECTRONIC REPRESENTATIONS OF OBJECTS



(57) Abstract: A texturizing system for texturizing electronic representations of objects includes a texture library, a texture engine and a graphical user interface module. A source texture may be stored in the library with an associated unique identifier. The source texture may be manipulated with the graphical user interface module to form a complex texture. Manipulations to form the complex texture may be captured and stored in the texture library as a transformation procedure with a unique identifier. The unique identifier of either the complex texture or the source texture may be associated with a surface of an electronic representation of an image. When the electronic representation is displayed, the transformation procedure is performed and the surface associated with the transformation procedure may be texturized.



ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PT, RO,
SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM,
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